



IMPERIALIS MILITIA

Warfare in the Age of Horus

MKV

Heresy Edition VI.0

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Imperialis Militia

Known as the Exertus Imperialis in High Gothic it is part of the Imperial Auxilia, a second line reserve force for defending worlds brought into compliance.

Imperialis Militia Traits

This section contains all traits available to the Imperialis Militia.

General Traits

The Imperialis Militia Possesses the following traits:

1. Faction Value is 150
2. To-hit value for Imperialis Militia is 7+ for ranged and close combat attacks.
3. To-hit value for Imperialis Militia Levy is 8+ for ranged and 7+ close combat.

Specific Traits

The Imperialis Militia have the following Specific Traits:

1. The player may pick ONE trait from the following list:
 - a. **Warrior Elite** – Infantry elements gain a +1 bonus to morale rolls.
 - b. **Feral Warriors** – Infantry elements gain a +1 bonus to-hit in close combat.
 - c. **Alchemical Jackers** – Infantry elements gain the STUBBORN [SU] ability.
 - d. **Dark Age Survivor** – Infantry elements gain a +1 bonus to the ARMOR VALUE [AV] or a +1 bonus to the invulnerable save (if present).
 - e. **Cult Horde (Traitor Faction Only)** – Infantry elements gain the INDOMITABLE [ID] ability, a +1 bonus to-hit in close combat and a +1 bonus to close combat outcome rolls. However, formations with this trait MUST charge opposing formation within 20cms, may NOT use grenadier squads NOR use the first fire order.

Imperialis Militia Elements

This section covers all general elements that any Imperialis Militia force may use as part of their army composition.

Number in [x] means the pinning class of those listed elements. Any element that differs from the main number for that section is listed in the heading of that element in the same manner.

Command [I]

All command elements available are listed in this section.

Company Commander

Leader of the core militia companies.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]

Discipline Master

Imperial veteran officers are tasked to ensure that morale and belief in the Imperial truth are maintained.

The Discipline Master has the following Special Abilities:

- I. **Harsh Discipline:** When a formation within command radius (25cms) fails a morale check, that formation may re-roll the failed morale check a second time (second result stands). Every time a formation is forced to re-roll a failed morale check the player **MUST** remove ONE infantry element (counts toward break points and VP determination).



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special

Engineer

Represent Mechanicum support for the mechanized aspects of the Militia.

The Engineer Auxilia has the following Special Abilities:

1. This element **MUST** be attached to any non-infantry formation.
2. This element is assigned to one vehicle element within the formation it is attached to and uses the vehicle movement rate for movement.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Engineer Auxilia	10	5[7]+	2/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]

Force Commander

The overall commander of a militia force.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Force Commander	10	5[6]+	4/-3	CC Weapons	-	-	-	[HQ2], [MB], [R]

Grenadier Sergeant

Platoon leaders of grenadier formations.

Grenadier Sergeants have the following Special Ability:

1. **Grunts:** Sergeants do NOT possess the command ability. You do NOT roll on leader replacement tables when they are eliminated. The player designates a new sergeant from the formation the previous one is removed. Sergeants ARE required to consider the formation to be in command for designation of orders.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special

Medicae

Combat medics of the militia.

The Medicae has the following Special Abilities:

1. This element MUST be attached to any infantry formation.
2. This element is assigned to one infantry formation and if the formation has transport assigned to it, it is assigned to one of its transport elements and uses its movement rate.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Medicae	10	7+	2/0	CC Weapons	-	-	-	[Apo]

Militia Sergeant

Platoon leaders of militia formations.

Sergeants have the following Special Ability:

1. **Grunts:** Sergeants do NOT possess the command ability. You do NOT roll on leader replacement tables when they are eliminated. The player designates a new sergeant from the formation the previous one is removed. Sergeants ARE required to consider the formation to be in command for designation of orders.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special

Rogue Psyker

Warp touched psykers used by traitor forces.

The Rogue Psyker has the following Special Abilities:

1. **Traitor:** Only Traitor/Cult Militia can use this element.
2. **Possession:** When a Rogue Psyker is eliminated, roll 1d10. On a result of 7+ the Rogue Psyker becomes a possessed rogue psyker and remains in play with the new possessed statline and retains its previous psy-level.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rogue Psyker	10	8[8]+	3/-2	CC Weapons	-	-	-	[P1], [FR], [HQ1], [R]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rogue Psyker	10	8[8]+	4/-3	CC Weapons	-	-	-	[P2], [FR], [HQ2], [R]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rogue Psyker (possessed)	10	6[6]+	4/-3	CC Weapons	-	-	-	[TR], [DE], [P2] Special

Infantry [I]

All infantry elements available are listed in this section.

Grenadier

The veteran core of the militia forces.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Assault Grenadiers	10	7+	2/-2	CC Weapons	-	-	-	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Grenadiers	10	7+	1/-1	Lasrifles	15/30	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Support Grenadiers	10	7+	1/-1	Support Weapons	25	2	-1	

Militia

The backbone of the Imperialis Militia.

Imperialis Militia has the following Special Ability:

- I. **Fire Support Militia:** This element may not fire when engaged in close combat, regardless of orders.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Assault Infantry	10	9+	2/-1	CC Weapons	-	-	-	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Fire Support	5	9+	1/0	Heavy Weapons	25/50	2	-2	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Militia	10	9+	1/0	Auxilia Rifle [A]	20	1	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Recon Militia	10	9+	1/0	Sniper rifle	20/35	1	0	[R], [IF], [AG], [N], [SH]

Inducted Levy

Raw conscripts to swell the ranks of the militia.

Inducted Levy has the following Special Ability:

1. **Unreliable:** At the end of every game turn, if the amount of indicated levy formations is GREATER to the amount of militia formations roll 1d10. On a roll of 1, ONE formation of the owning players choice is removed ENTIRELY from play as if it were routed. Award VP's as per standard rules.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Inducted Assault Levy	10	10+	2/-1	CC Weapons	-	-	-	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Inducted Levy	10	10+	1/0	Auxilia Rifle [A]	20	1	0	Special

Mutant Spawn

An obvious reminder of whom exactly the traitors have made pacts with.

The Mutant Spawn has the following Special Abilities:

1. **Traitor:** Only Traitor/Cult Militia can use this element.
2. **Savage:** Formations of Mutant Spawn MUST charge any opposing formation within 20cms.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Mutant Spawn	15	7+	3/-2	-	-	-	-	[FR], [IWD], Special

Ogyrn Brutes

Abhumans that serve as heavy infantry for the militia.

Ogyrn Brutes have the following Special Ability:

- I. **Brute force:** This element has a close combat to-hit of 5+



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Ogyrn Brutes	15	6+	3/-3	Ripper Guns [A]	20	3	0	[SU], Special

Walkers [2]

All walker elements available are listed in this section.

Sentinel

Extensively used throughout the Milita as long range scouts and support.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sentinel Scout A	25	6+	1/-1	Multi-laser	20/35	2	-1	[R], [AG], [N]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sentinel Scout B	25	6+	1/-1	Lascannon	25/50	1	-2	[R], [AG], [N]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sentinel Scout C	25	6+	1/-1	Multi-Melta	25	1	-3	[R], [AG], [N]

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Sentinel Scout D	25	6+	1/-1	Missile launcher [B]	25/50	1	-2	[R], [AG], [N]

Vehicles [3]

All vehicle elements available are listed in this section.

Aurox Armored Transport

The most common transport for militia forces.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Aurox Armored Transport	25	5+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2]

Carnodon, Militia Pattern

Fire support vehicle for militia forces.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Carnodon, Militia Pattern	25	4+	2/-1	Autocannon [TL2]	25/50	2	-1	
				Heavy Flamers [FW]	10	4	0	
				Bolters [AP]	25	2	0	

Leman Russ Battle Tank

A proven battle tank that remains in service in the modern Imperium.

The Leman Russ Vanquisher Has the following Special Abilities:

- I. **Long Range Accuracy** – There is no short-ranged band for the main Vanquisher Cannon weapon. It does not receive the long-range fire penalty when firing up to its maximum range.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Battle Tank	20	2+	2/-1	Battlecannon[B] Anti-Personnel	35/70 25	1 4	-2 0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Annihilator	20	2+	2/-1	Lascannons [TL2] Lascannon Anti-Personnel	25/50 25/50 25	1 1 2	-2 -2 0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Demolisher	20	2+	2/-1	Demolisher Cannon [B2,W,M] Heavy Flamer Anti-Personnel	25/50 10 25	1 2 2	-3 0 0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Exterminator	20	2+	2/-1	TL Exterminator Autocannon [TL2] Anti-Personnel	25/50 25	3 4	-1 0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Leman Russ Vanquisher	20	2+	2/-1	Vanquisher Battlecannon Lascannon Anti-Personnel	35/70 25/50 25	1 1 2	-3 -2 0	Special

Termite Assault Drill

Standard underground assault drill of the Imperium.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]

Super Heavy Vehicles [4]

All super heavy vehicle elements available are listed in this section.

Baneblade

One of the few true super heavies available to the militia.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Baneblade Battle Tank	15	2+	4/-3	Baneblade Cannon [B] Demolisher Cannon [M,B2,W] Coaxial Autocannon [TL2] Sponson Lascannons Anti-Personnel	35/70 25/50 25/50 25/50 25	4 1 1 2 12	-2 -3 -1 -2 0	[DR3]

Gorgon Heavy Transport

A specialized vehicles that carry mass troop formation to the very front of battle.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Gorgon Heavy Transporter	15	2[4]+	4/-3	Autocannons [TL2]	25/50	4	-1	[DR3], [TR10]
				Gorgon Mortar Battery [AY,B]	25/50	2	0	
				Bolters [AP]	25	4	0	

Malcador Heavy Tank

As a reserve tank in most imperial forces, it is used by the militia commonly.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador Heavy Tank Type 1	15	2+	3/-2	Battlecannon[B]	35/70	1	-2	[DR2]
				Demolisher Cannon [B2,W,M]	25/50	1	-3	
				Sponson Autocannons [TL2]	25/50	2	-1	
				Bolters [AP]	25	2	0	

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Malcador Heavy Tank Type 2	15	2+	3/-2	TL Lascannons (TL2)	25/50	1	-2	[DR2]
				Lascannons	25/50	3	-2	
				Bolters [AP]	25	2	0	

Light Weapons Platforms [I]

All light weapons platform elements available are listed in this section.

Rapier

Heavy support weapons on tracks for attack and defense.

The Rapier has the following Special Abilities:

- I. **Slow:** The rapier may NOT use charge movement (no double move).



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 1	5	5+	1/0	Quad Launcher Frag-Shatter [AY] Incendiary/phosphex [Fire, IC]	50 50	1 1	-1 0	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 2	5	5+	1/0	TL Laser Destroyer Array [TL3]	20/35	1	-3	Special

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Rapier Type 6	5	5+	1/0	Antipersonnel [AP]	25	2	0	Special

Heavy Artillery [3]

All heavy artillery elements available are listed in this section.

Earthshaker Cannon

The standard static artillery for the militia.

The Earthshaker Cannon has the following Special Ability:

- I. **Immobile.** Once the formation is deployed in the deployment phase it may not be moved for the entirety of the battle.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Earthshaker Cannon	-	5+	1/0	Earthshaker Cannon [HM,AY]	120-240	2	-2	Special

Medusa Siege Gun

Siege pattern gun for militia.

The Medusa Siege Gun has the following Special Ability:

- I. **Immobile.** Once the formation is deployed in the deployment phase it may not be moved for the entirety of the battle.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Medusa Siege Gun	-	5+	1/0	Medusa Siege Gun [HM,AY,W]	60-120	2	-3	Special

Fliers [F]

All fliers' elements available are listed in this section.

Arvus Lighter Shuttle

Light transport flier.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Arvus Lighter Shuttle	50[F]	5[7+]	1/0					[TR3]

Thunderbolt

Heavy armed fighter.



Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Thunderbolt	50[F]	5[7+]	3/-2	Quad Autocannons [TL2]	25/50	4	-1	
				Lascannons [TL2]	25/50	1	-2	
				Skystrike Missile [AA]	25/50	1	-1	
				Air Defense	25	2	0	

Fortifications

The following fortifications are available to all Imperialis Militia forces.

Fortifications have the following Special Ability:

1. **Elements within fortifications gain** the Indomitable [ID] ability while they are within these structures.

Legion players can choose any of these fortifications as part of their force:

1. **Aegis Defense Line**
2. **Bastion**
3. **Defense Line**
4. **Defense Emplacement**
5. **Bunker**
6. **Firestorm Redoubt**
7. **Vengeance Weapon Battery**
8. **Macro Cannon Aquila Strongpoint**
9. **Vortex Missile Aquila Strongpoint**
10. **Imperial Primus Redoubt**
11. **Imperial Castellum Stronghold**

Detail stats and descriptions are available on the appropriate fortification cards. Please see Fortification Cards MKV file.

Allies

This section covers all potential allies the Solar Auxilia has in play.

Crusade Era

During this era Imperialis Militia may ally with any Imperial force (includes Legiones Astartes, Solar Auxilia, Mechanicum, Militia Imperialis, Questoris Knight Houses and Titan Legions).

Heresy Era

Once the Heresy begins the Imperialis Militia can ally with either traitor or loyal forces.

Army Cards

The Imperialis Militia has access to the following Army Card files:

Imperialis Militia Army Cards

1. Imperialis Militia MKV Company Cards – includes standard and grand companies.
2. Imperialis Militia MKV Support Cards – includes standard and grand support formations.
3. Imperialis Militia MKV Special Cards
4. Imperialis Militia MKV Upgrade Cards
5. Imperialis Militia MKV Transport Cards – includes ground and flier transports.

Army cards are available for download at:

Facebook Group: <https://www.facebook.com/groups/389010114859638>

Website: <https://imperiusdominatus.org/>

Appendix

This section contains Statline summaries for use as play aids.

Imperialis Militia

Appendix for all Imperialis Militia elements.

Command Elements [I]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Company Commander	10	7[8]+	2/-2	Heavy Stubbers	15/35	3	-1	[HQ1], [MB], [R]
Discipline Master	10	7[8]+	3/-2	CC Weapons	-	-	-	[HQ1], Special
Enginseer	10	5[7]+	2/-1	Phased Plasma Fusil	25	3	-1	[MK], [MB], [N]
Force Commander	10	5[6]+	4/-3	CC Weapons	-	-	-	[HQ2], [MB], [R]
Grenadier Sergeant	10	7+	1/-1	Lasrifles	15/30	2	0	Special
Medicae	10	7+	2/0	CC Weapons	-	-	-	[Apo]
Militia Sergeant	10	9+	1/0	Lascarbine	15/25	1	0	Special
Rogue Psyker	10	8[8]+	3/-2	CC Weapons	-	-	-	[P1], [FR], [HQ1], [R]
Rogue Psyker	10	8[8]+	4/-3	CC Weapons	-	-	-	[P2], [FR], [HQ2], [R]

Rogue Psyker (possessed)	10	6[6]+	4/-3	CC Weapons	-	-	-	[TR], [DE], [P2] Special
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Infantry [1]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Assault Grenadiers	10	7+	2/-2	CC Weapons	-	-	-	
Grenadiers	10	7+	1/-1	Lasrifles	15/30	2	0	
Support Grenadiers	10	7+	1/-1	Support Weapons	25	2	-1	
Assault Militia	10	9+	2/-1	CC Weapons	-	-	-	
Fire Support	5	9+	1/0	Heavy Weapons	25/50	2	-2	
Militia	10	9+	1/0	Auxilia Rifle [A]	20	1	0	
Recon Militia	10	9+	1/0	Sniper rifle	20/35	1	0	[R], [IF], [AG], [N], [SH]
Inducted Assault Levy	10	10+	2/-1	CC Weapons	-	-	-	Special
Inducted Levy	10	10+	1/0	Auxilia Rifle [A]	20	1	0	Special
Mutant Spawn	15	7+	3/-2	-	-	-	-	[FR], [IWD], Special
Ogyrn Brutes	15	6+	3/-3	Ripper Guns [A]	20	3	0	[SU], Special

Walkers [2]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Sentinel Scout A	25	6+	1/-1	Multi-laser	20/35	2	-1	[R][AG][N]
Sentinel Scout B	25	6+	1/-1	Lascannon	25/50	1	-2	[R][AG][N]
Sentinel Scout C	25	6+	1/-1	Multi-Melta	25	1	-3	[R][AG][N]
Sentinel Scout D	25	6+	1/-1	Missile launcher [B]	25/50	1	-2	[R][AG][N]

Vehicles [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Aurox Armored Transport	26	5+	2/-1	Heavy Flamers [FW]	10	2	0	[TR2]

Carnodon, Militia Pattern	25	4+	2/-1	Autocannon [TL2] Heavy Flamers [FW] Bolters [AP]	25/50 10 25	2 4 2	-1 0 0	
Leman Russ Battle Tank	20	2+	2/-1	Battlecannon[B] Anti-Personnel	35/70 25	1 4	-2 0	
Leman Russ Annihilator	20	2+	2/-1	Lascannons [TL2] Lascannon Anti-Personnel	25/50 25/50 25	1 1 2	-2 -2 0	
Leman Russ Demolisher	20	2+	2/-1	Demolisher Cannon [B2,W,M] Heavy Flamer Anti-Personnel	25/50 10 25	1 2 2	-3 0 0	
Leman Russ Exterminator	20	2+	2/-1	TL Exterminator Autocannon [TL2] Anti-Personnel	25/50 25	3 4	-1 0	
Leman Russ Vanquisher	20	2+	2/-1	Vanquisher Battlecannon Lascannon Anti-Personnel	35/70 25/50 25	1 1 2	-3 -2 0	Special
Termite Assault Drill	10[T]	4+	3/-3	Heavy Flamers [FW] Melta Cutter [B2,W]	10 10	4 2	0 -4	[TR3], [DU]

Super Heavy Vehicles [4]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Baneblade Battle Tank	15	2+	4/-3	Baneblade Cannon [B] Demolisher Cannon [M,B2,W] Coaxial Autocannon [TL2] Sponson Lascannons Anti-Personnel	35/70 25/50 25/50 25/50 25	4 1 1 2 12	-2 -3 -1 -2 0	[DR3]
Gorgon Heavy Transporter	15	2[4]+	4/-3	Autocannons [TL2] Gorgon Mortar Battery [AY,B] Bolters [AP]	25/50 25/50 25	4 2 4	-1 0 0	[DR3], [TR10]
Malcador Heavy Tank Type 1	15	2+	3/-2	Battlecannon[B] Demolisher Cannon [B2,W,M] Sponson Autocannons [TL2] Bolters [AP]	35/70 25/50 25/50 25	1 1 2 2	-2 -3 -1 0	[DR2]

Malcador Heavy Tank Type 2	15	2+	3/-2	TL Lascannons (TL2) Lascannons Bolters [AP]	25/50 25/50 25	1 3 2	-2 -2 0	[DR2]
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Light Weapons Platform [I]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Rapier Type 1	5	5+	1/0	Quad Launcher Frag-Shatter [AY] Incendiary/phosphex [Fire, IC]	50 50	1 1	-1 0	Special
Rapier Type 2	5	5+	1/0	TL Laser Destroyer Array [TL3]	20/35	1	-3	Special
Rapier Type 6	5	5+	1/0	Antipersonnel [AP]	25	2	0	Special

Heavy Artillery [3]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Earthshaker Cannon	-	5+	1/0	Earthshaker Cannon [HM,AY]	120-240	2	-2	Special
Medusa Siege Gun	-	5+	1/0	Medusa Siege Gun [HM,AY,W]	60-120	2	-3	Special

Fliers [F]

Name	Move	AV	CAF	Weapon	Range	AD	TSM	Notes
Arvus Lighter Shuttle	50F	5[7+]	1/0					[TR3]
Thunderbolt	50F	5[7+]	3/-2	Quad Autocannons [TL2] Lascannons [TL2] Skystrike Missile [AA] Air Defense	25/50 25/50 25/50 25	4 1 1 2	-1 -2 -1 0	